QUICK-START GUIDE—READ ME FIRST!

This Quick-Start Guide is intended to lead new Pathfinder Adventure Card Game players through an abbreviated version of Rumble Road, the first scenario of The Dragon's Demand Adventure Path. This guide doesn't restate the rules; rather, it points you to specific sections of the rulebook as needed. When a term is **bolded** in this Guide, you can find out more about it using the rulebook's Glossary on page 30. Page references in this guide are to the rulebook unless stated otherwise.

To play this introductory scenario, you'll need the cards in the pack labeled "Open Me First!" Leave the other packs sealed for now. (If you've already mixed your cards together, never fear! A list of the cards you need for this scenario appears starting on page 3.) You'll also need the pawns for the characters you choose to play, the Dragon's Demand storybook, and the *Core Set* rulebook.

This introductory scenario is designed for 1 to 4 players. If you are playing by yourself, try playing with two characters, alternating turns with each.

Organizing the Cards

Using the card list on the back of this guide, separate the cards into stacks. Each card's type is listed on the upper right corner.

- A 16-card stack for each **character**.
- 3 **location** cards; these are the places you'll **explore** during the scenario.
- 18 **banes** and **boons**; these represent challenges to face and potentially helpful things you'll **encounter** as you explore.
- 3 **story banes** and 2 **proxies**; these represent challenges specific to this scenario, including the **villain** you must **defeat** and **corner** to win.
- A 12-card **hourglass**; this is the game's timer.
- A 7-card **vault**; these are cards that may come into play during a scenario.

Getting Started and Setting Up

This section walks you through the steps of Getting Started and Setting Up on page 4 of the rulebook. Refer to the Setup diagram on page 5.

Introduce the Adventure Path. Open the storybook to page 2 and read the story introducing the Dragon's Demand Adventure Path. On the facing page, you'll see a list of the adventures that make up the Adventure Path, starting with Adventure 1—Welcome to Belhaim.

Build the Vault. For this introductory scenario, ignore the rules for building the vault on the Adventure Path page; instead, put the 7 cards from the vault stack into the box, using the dividers provided to separate the scourges and allies.

Choose Your Character and Build Your Deck. Each player chooses a **character** and takes the stack of cards for that character. (If you'd like to get going as quickly as possible, don't read any of the card text other than the character backgrounds—just choose a character whose story or art appeals to you.) Put your character on the table with the skills and powers facing up, and put the corresponding **pawn** nearby. The rest of the cards in your stack are that character's **deck**; put each deck facedown next to its character.

Open the Storybook to the Scenario You're Playing. Welcome to Belhaim has a list of scenarios to complete, the first of which is 1★: Rumble Road—the scenario you're about to play! Turn to page 4 of the storybook, which describes the scenario, and read the story.

Decide On the Challenge Mode. For this introductory scenario, we've done this for you, making a scenario that's easier and faster than **Normal** mode.

Set Out the Locations. The number of locations you use usually depends on the number of characters you're playing, but the scenario's setup instructions say that because this is your first scenario, you'll use the first 3 locations regardless of the number of characters. Put the location cards faceup on the table.

Build the Locations. Each location card has a list of card types that you would usually take from the vault to build that location. In a **Normal** scenario, you'd use the "M" column to create medium-sized locations, but for this introductory scenario, you'll use the "S" column

UNDERSTANDING CHARACTERS

Characters in this game are very different from one another because they all have different **skills**, **powers**, and **decks**. The checkboxes on your character are called **feats**; you can gain them by spending **hero points**, which are rewards given for succeeding at many scenarios. Feats are a big way that characters grow over time; acquiring new cards as you play is another.

The top section of your character defines your skills. The dice listed next to the bold skill names are the dice you'll use when attempting **checks** with those skills. You almost always want to roll high numbers, so bigger dice are generally better. If you're using one of the non-bolded skills, you get to add the number listed to the die roll. The checkboxes in this section are **skill feats**—they add to your die rolls.

Note the hand size at the top of the powers section: some characters have more cards in hand than others. Having more cards generally means you have more options at any given time. However, you can only take as much damage as the number of cards in your hand, so characters with small hands can't be damaged as badly as characters with large hands. The number of cards in your deck is also important—if you ever need to draw a card but you don't have any left, your character dies. Since characters with smaller hands start play with more cards left in their deck, they're a bit harder to kill. Many characters also have **proficiencies**, which allow you to use certain cards more effectively.

Your powers are options that are unique to your character. Don't worry about understanding everything you read at first; things will begin to make more sense as you play. The checkboxes here are **power feats**; they will eventually allow your character to do new and more powerful things.

The back of your character presents your deck list, which defines the number of each type of card you put in your deck. These lists are different for each character—for example, Seoni the sorceror has a lot of spells, but no armor; Amiri the barbarian has lots of weapons, but no spells. The checkboxes here are **card feats**; they allow you to have more cards in your deck. Note the **favored card** above your deck list: characters always start with a card matching this description in hand.

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to create smaller locations. And while the vault usually contains hundreds of different cards, allowing you to create unique locations each time you play, this introduction will use just the stack of 18 banes and boons. Shuffle each card type from this stack separately, then for each location, deal the listed number of cards of each type facedown into a single stack next to that location card.

Prepare the Story Banes. These consist of the **danger**, a card that may come into play in various ways throughout the scenario; the **villain**, the big bad that you must find, defeat, and corner to win; and the **henchmen**, important threats that are spread out among the locations. The scenario lists the story bane Rescue as the danger; set that card where everyone can see it. The henchman Dire Wolves is listed with a **proxy**—a stand-in card that refers back to the card needed—so set the Dire Wolves near the danger. Shuffle together the Bandit—the scenario's villain—and the 2 henchman proxies; deal 1 of them to each location, then shuffle the locations. The Bandit is now hidden; to win, you will need to find him. However, finding him isn't enough—he will attempt to **escape** if overwhelmed, so you will also need to **corner** him by ensuring that he can't escape to an unguarded location; we'll explain that later.

Create the Hourglass. The hourglass usually contains 30 blessings, but the scenario's setup rules say that because this is your first scenario, you'll use just 12 blessings. Shuffle the 12-card **hourglass** stack and put it facedown near the middle of the play area, leaving room next to it for its discards.

Position Yourselves and Choose Starting Locations. Choose seats around the table in any order you wish. (We're skipping the Trade Cards step for this introduction, as you already have cards well suited to your character.) In most scenarios, you get to decide which location your character starts at. The scenario's Setup rules say that characters start at the Caravan, so put your pawns near that location. Players should always read the At This Location text at the locations they visit and keep it in mind while they're there.

Draw Starting Hands. Each player now shuffles their deck and draws a number of cards equal to the hand size listed on the front of their character. If anyone doesn't have at least one of their favored card in hand, see Draw Starting Hands on page 5. Since this is a cooperative game and an introduction, we suggest you lay out your hand of cards faceup on the table so that you can learn from each other and help one another. (We're skipping the Add Cohorts step, as no characters in this scenario have cohorts.)

Decide Who Goes First. Choose a character to take the first turn.

The First Turn

This section walks you through the steps of a turn, detailed in Your Turn starting on page 6.

Advance the Hour: Each turn begins when you advance the **hour**, which means discarding the top card of the hourglass into the blessings discards. The hourglass is primarily the timer for the game: if someone goes to advance the hourglass and there are no cards left, the party loses the scenario. The hour has a section labeled "When This Is the Hour." This effect is now active, and continues until another card becomes the hour. (Don't worry about anything else on the hour—its other powers do not happen at this time.)

Give a Card, Move, and Explore: You have the option of giving a card to another **local** character (meaning a character at your location). Then you may **move** to a **distant** location (meaning a different location). For this intro, don't do either of those things on the first turn—just **explore**. You do this by turning over the top card of your location and encountering it. It will be either a **boon** or a **bane**. (If you happen to find the villain on the first encounter of the intro game, shuffle it back into the deck and encounter another card instead—you should learn a bit more about the game before you face the villain!)

Boons include **weapons**, **spells**, **armors**, **items**, **allies**, and **blessings**—things that the characters can acquire and use to help your party achieve victory. Because players can give cards to other players, it's often worthwhile to acquire a boon even if the player who encountered it doesn't want it. But even if a character fails to acquire a boon, the party has still achieved something: the location deck that character explored is smaller, which means you're closer to closing that location.

Banes include **story banes**, **monsters**, and **barriers**. Defeating banes provides valuable progress toward winning the scenario. Failing to defeat a bane usually hurts at least one character, and doesn't get the party any closer to winning. It's generally in the group's best interest to defeat every bane they encounter, so other players should help out when they can.

If the card you're encountering is a boon, try to **acquire** it; if it's a bane, try to **defeat** it. Read Encountering a Card on page 8, and go through each of the steps in bold. When you get to the Attempt the Check step, you'll go through the actions listed in bold under Attempting a Check on page 11. During each of these steps, players should look at their character's powers and look through their hands for things that might help at each point.

Here's a brief overview of the types of cards you might have and how they typically help.

- On your character, your skills tell you what dice to roll when you attempt checks, and your powers can do a wide variety of things.
- Weapons and many spells help you fight monsters.
- Armors help you shrug off damage from failures.
- Items, allies, and many spells help you accomplish non-combat tasks like overcoming traps, acquiring cards, and closing locations.
- Blessings give boosts to you or to other players.
- Many blessings and allies can also be used to explore multiple times during your turn.

Playing a card involves choosing a power on it and doing what it says. Powers on boons generally require you to perform one of several actions: **draw**, **reveal**, **display**, **reload**, **recharge**, **discard**, **bury**, or **banish**. See Playing Cards on page 7.

If the card you encountered was a boon, and you succeeded at the check to acquire it, put it in your hand. If you failed, banish it to the vault.

If the card you encountered was a bane, and you succeeded at the check to defeat it, banish it to the vault. If you failed the check, and the bane was a monster, you suffer **damage** (see Suffering Damage on page 13). A local character can **avenge** the encounter by burying a card to encounter the bane; otherwise, undefeated banes are normally shuffled back into the location they came from.

If the bane you defeated was a henchman, you may immediately attempt to close the location it came from. (This is because the scenario lists them as **closing henchmen**.) Follow the directions in Closing Your Location on page 15.

After you complete the first encounter, look to see if you have cards or character powers that let you explore again. (Exploring is optional, but in this introduction, we suggest you be adventurous and bold!)

Close Your Location: After you've finished exploring, if your location deck is empty (which isn't likely to happen on the first turn!), you can attempt to close the location (see Closing Your Location on page 15).

End Your Turn: During this step, you'll reset, so no matter how many cards you played, you'll end up with the same number of cards you started with. See End Your Turn on page 6.

The player to your left goes next. At this point, you'll be making your own choices, and this guide can give you only general advice.

General Advice

- When you run across an unfamiliar game term, consult the Glossary on page 30.
- Read the cards aloud as you play them so that all of the players are able to understand how things work.
- Make sure that everyone remembers to advance the hour each turn. When each player flips over a blessing, orient it so the text is right-side up to that player—this makes it easy to see if somebody forgot to advance it.
- If you want to give a card to somebody else, you can only do that on your turn, during the Give a Card step, when you are at the same location as the player you want to give a card to.
- The goal of this scenario is to defeat and corner the villain, so you'll need to close and guard locations. When you move, you should consider the To Close or To Guard requirement for each location.
- Some scenarios reward more conservative play, but this intro is likely to be more fun and educational if you are more aggressive.
- The back of the rulebook summarizes important things including the steps of a turn, the steps of encountering a card, the actions in attempting a check, and how to play cards.

Encountering a Villain

Eventually, you will encounter the villain. Early in the encounter, characters at distant locations may try to **guard** those locations. If any other locations are unguarded, whether you defeat the villain or not, he will escape to one of those locations. If all locations are guarded when you defeat him, you win the scenario. See Encountering a Card on page 8.

After the Scenario

This section leads you through what happens at the end of a scenario, described in full in After the Scenario on page 16.

After winning a scenario, you get the reward listed for that scenario—often a hero point or a **Loot** card. In this case, each character gets a new level 1 boon, so choose a type of boon, draw random cards of that type from the vault until you find one that has the number 1 on the upper right corner, and add it to your cards. Then, rebuild your deck as described in Rebuilding on page 17.

Normally, you continue your adventures with the same character, but you can choose a new character if you like; see Choose Your Character and Build Your Deck on page 4.

For the next scenario, you could replay this scenario in Normal mode, using the normal number of locations, medium-sized location decks, and a 30-card hourglass (see Setting Up on page 4). Alternately, you could move on to Scenario 1A: Plans Gone Wrong (see page 6 of the storybook).

Deck Lists

Amiri's Deck		
Name	Type	Quantity
Amiri	Character	1
Battleaxe	Weapon	1
Longspear	Weapon	1
Longsword	Weapon	1
Warhammer	Weapon	1
Chain Shirt	Armor	1
Leather Armor	Armor	1
Blast Stone	Item	1
Compass	Item	1
Crowbar	Item	1
Horse	Ally	1
Soldier	Ally	1
Benefaction	Blessing	1
Orison	Blessing	1
Prayer	Blessing	2

Lini's Deck		
Name	Type	Quantity
Lini	Character	1
Dagger	Weapon	1
Aid	Spell	1
Cure	Spell	1
Fiery Glare	Spell	1
Revitalize	Spell	1
Viper Strike	Spell	1
Hide Armor	Armor	1
Balmberry	Item	1
Bat	Ally	1
Dog	Ally	1
Droogami	Ally	1
Frog	Ally	1
Snake	Ally	1
Benefaction	Blessing	1
Orison	Blessing	1

Sajan's Deck

Name	Type	Quantity
Sajan	Character	1
Dogslicer	Weapon	1
Starknife	Weapon	1
Elixir of Healing	Item	1
Luckstone	Item	1
Spyglass	Item	1
Archer	Ally	1
Lookout	Ally	1
Mouse	Ally	1
Benefaction	Blessing	1
Incitation	Blessing	2
Orison	Blessing	2
Prayer	Blessing	2

Seoni's Deck

Name	Type	Quantity
Seoni	Character	1
Quarterstaff	Weapon	1
Deflect	Spell	1
Force Missile	Spell	1
Magic Eye	Spell	1
Sleep	Spell	1
Soothing Word	Spell	1
Bracers of Protection	Item	1
Elixir of Energy Resistance	Item	1
Guide	Ally	1
Sage	Ally	1
Teamster	Ally	1
Troubadour	Ally	1
Incitation	Blessing	2
Orison	Blessing	1

Locations

Name	Type	Quantity
Campsite	Location	1
Caravan	Location	1
Trail	Location	1

Banes and Boons

Name	Type	Quantity
Bloodbug	Monster	1
Dire Badger	Monster	1
Dire Boar	Monster	1
Goblin Troublemaker	Monster	1
Rat Swarm	Monster	1
Swamp Ooze	Monster	1
Lost Local	Barrier	1
Razor Snare	Barrier	1
Giantbane Greataxe	Weapon	1
Glorious Warhammer	Weapon	1
Life Drain	Spell	1
Magic Chain Shirt	Armor	1
Boots of Friendly Terrain	Item	1
Flame Staff	Item	1
Sacred Candle	Item	1
Fox	Ally	1
Porcupine	Ally	1
Torag's Power	Blessing	1

Story Banes and Proxies

Name	Type	Quantity
Rescue	Story Bane	1
Dire Wolf	Story Bane	1
Bandit	Story Bane	1
Henchman Proxy A1	Proxy	1
Henchman Proxy A2	Proxy	1

Hourglass

Name	Type	Quantity
Abadar's Law	Blessing	1
Benefaction	Blessing	2
Incitation	Blessing	1
Iomedae's Justice	Blessing	1
Irori's Mastery	Blessing	1
Nethys's Duality	Blessing	1
Pharasma's Knowing	Blessing	1
Prayer	Blessing	1
Sarenrae's Light	Blessing	1
Shelyn's Song	Blessing	1
Torag's Power	Blessing	1

The Vault

Name	Type	Quantity
Dazed	Scourge	1
Entangled	Scourge	1
Poisoned	Scourge	1
Wounded	Scourge	1
Acolyte	Ally	1
Bodyguard	Ally	1
Gozreh's Growth	Blessing	1

WHAT ARE THE VAULT CARDS FOR?

- **Scourges:** Some effects require you to suffer one of these. When you do, put a marker on the scourge and a matching marker next to your character; that scourge's powers apply to your character while marked. (Note that the scourges include player reference cards on the back. Give one to each player to start, and then use the scourge sides as needed during the scenario.)
- **Allies:** Defeating the danger allows you to randomly draw one of these.
- **Blessings:** The blessing Gozreh's Growth is used if you defeat the villain while 2 locations are unguarded.